# Chapter 8 <u>Road Widening</u>

If you didn't create widened areas when first building the roadway template, the MXRoad Road Widening wizard allows you to widen the existing roadway at pretty much any area you wish along your roadway. This should be completed before performing any superelevation of the roadway, and before shoulder, curb, and sidewalk strings are created. To use the MXRoad Roadway Widening Wizard:

Step 1: Select *Design*, *Road Design*, then *Road Widening* from the menu bar, or from the MXRoad toolbar.

Step 2: The following panel will appear:
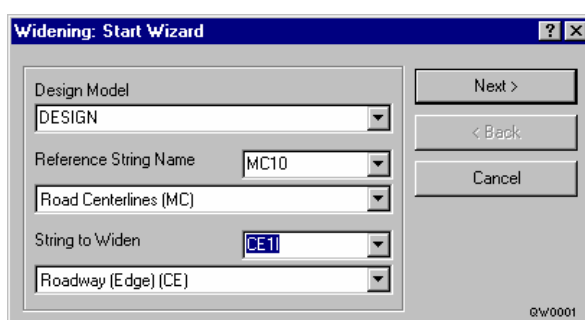
Select the Design Model, the Reference String Name, and the String to Widen, then click *Next*.
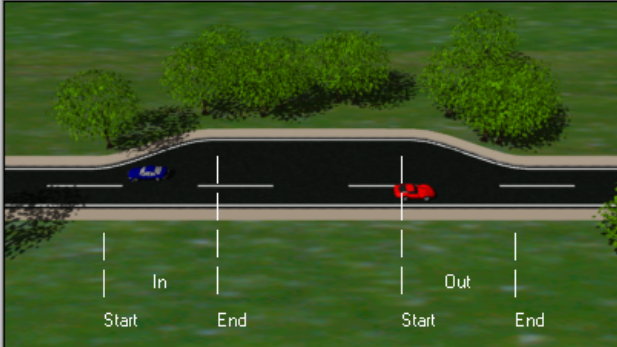
Step 3: Specify the details of how you'd like to apply the widening. The values change as the various radio buttons are clicked, illustrating the different methods of specifying exactly where the widening will exist, as well as the type of tapers to use.
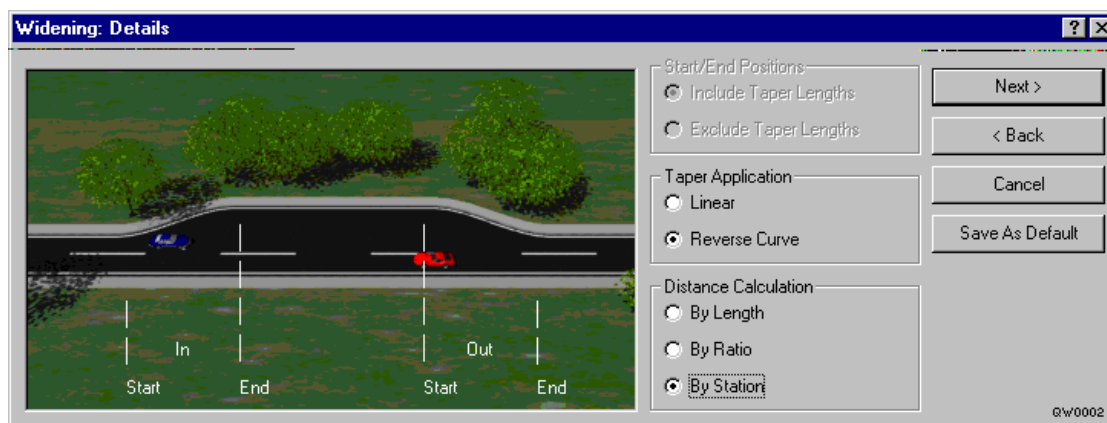
In the example above, the **By Station** <u>Distance Calculation</u>, and *Reverse Curve* <u>Taper Application</u> have been selected. Notice that as you select different settings on this panel, the picture and annotation on the left side of the panel will change to show you what will be asked on later panels.

Click Next.

Step 4: Specify the stations for the beginning and ending of the entry and exit transitions, and the width of the taper. (Note: These fields are for the widening settings from the previous step. If you selected different criteria, you may be prompted for other data.

Click Next.

Step 5: Select the cross slope type.
You can either project the existing cross slope across the width of the widening, or hinge the widening by applying a new cross slope.

Click Next.

Step 6: Your proposed widening will be applied temporarily and shown in the display area.
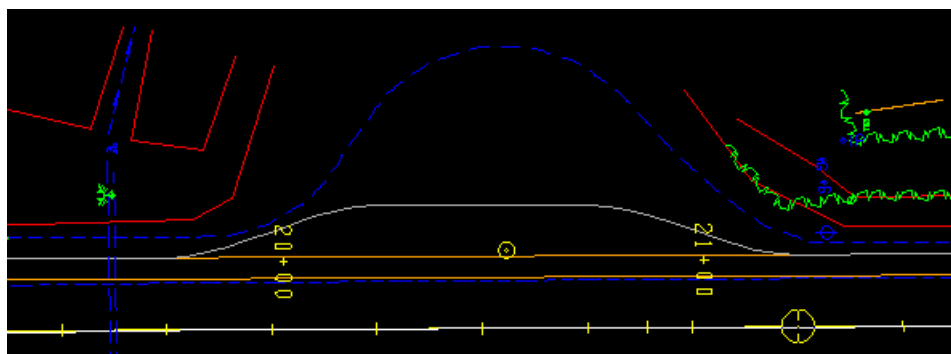
You'll also be shown this panel:
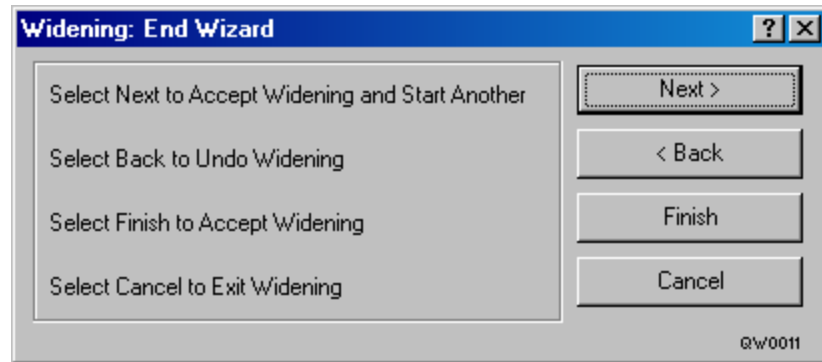
The choices are pretty self-explanatory.

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